IN THE SPECIFICATION

Amend the header on every page as follows,

-- ~~WO 03/075215~~ GN02029 ~~PCT/EP03/50035~~ PATENT—

Page 1, amend line 3 as follows,

-- ~~[DESCRIPTION]~~ This application is the national stage filing of International Application No. PCT/EP03/50035 filed February 27, 2003, which claims the benefit of Provisional Application no. 60/373,514 filed on April 18, 2002 and European patent application no. EP02100203.5 filed on February 28, 2002. --

Page 1, amend the paragraph of lines 13-35 as follows.

-- In order to produce printed matter such as books, newspapers, packaging material and the like, the involved image data are usually processed by a pre-press workflow system. Such a pre-press workflow system is disclosed in international patent application WO 01/25907 herein incorporated in its entirety for background information. One of the steps in a pre-press process is the rendering process, i.e. the translation of the image data from page description languages like Postscript or PDF to raster data, which are also called bitmap data. The rendering process is performed by a renderer, also known as the Raster Image Processor or RIP. The input data of the renderer are the image data, the output data are the bitmap data. The output data of the renderer are sent to a device such as an imagesetter or a platesetter, which is called in this document the main output device. The output data of the renderer for the main output device are called in this document the main output data. In an imagesetter, by means of the bitmap data a radiation-sensitive film is exposed, that is used to obtain a printing plate. In a platesetter, the printing plate is obtained directly, by exposing a printing plate precursor by means of the bitmap data. The printing plate is then used, e.g. in an offset press, to produce the printed matter. Very often, prior to final output the data are checked by means of a proofing device (also called proofer). The proofing device requires data in another format, e.g. at a lower resolution, than the main output device. --

Page 2, amend the paragraph of lines 1-7 as follows.

-- US-A-5 625 766, herein incorporated in its entirety for background information, discloses a software based proofing method allowing to proof and measure registration between the front and the back side of a press sheet by displaying, on a color monitor, both sides superimposed on each other. The data to be displayed is taken from a low resolution raster image processor identical in operation to a full resolution raster image processor used to generate the output for the main output device. --

Page 2, amend the paragraph of lines 28-32 as follows.

-- The present invention is a method for generating output data in two different output formats ~~as claimed in independent claim 1~~. The invention also includes a system and a computer program implementing the method. ~~Preferred embodiments of the invention are set out in the dependent claims.~~ --

Page 3, amend line 31 as follows.

-- DETAILED DESCRIPTION OF THE ~~INVENTION~~ PREFERRED EMBODIMENTS—

Page 5, amend the paragraph of lines 7-23 as follows.

-- It is preferred that the data in the second output format, intended e.g. for a proofing device, are generated from the data in the first output format for the main output device, band per band; this can be performed in different ways. In a first embodiment, generating the data in the second output format includes resampling the data in the first output format, as described e.g. in EP-A-1 139 654 herein incorporated in its entirety for background information. In a second embodiment, generating the data in the second output format includes descreening the data in the first output format, i.e. the binary, screened data in the first output format are converted to a contone value. This can be illustrated by the following very simple example, wherein the data in the first output format are 2400 dpi and those in the second format 600 dpi. The 2400 dpi binary data are divided in squares of sixteen bits, i.e. 4x4 bits. Suppose that in a square of 4x4 bits four bits are set, i.e. have a value 1, and twelve bits are zero. The contone value for this square is then $256*4/16 = 64 = (40)_{HEX}$ in hexadecimal. This is then repeated for the next square of 4x4 bits. --

Page 7, amend the last line as follows.

-- ■ --